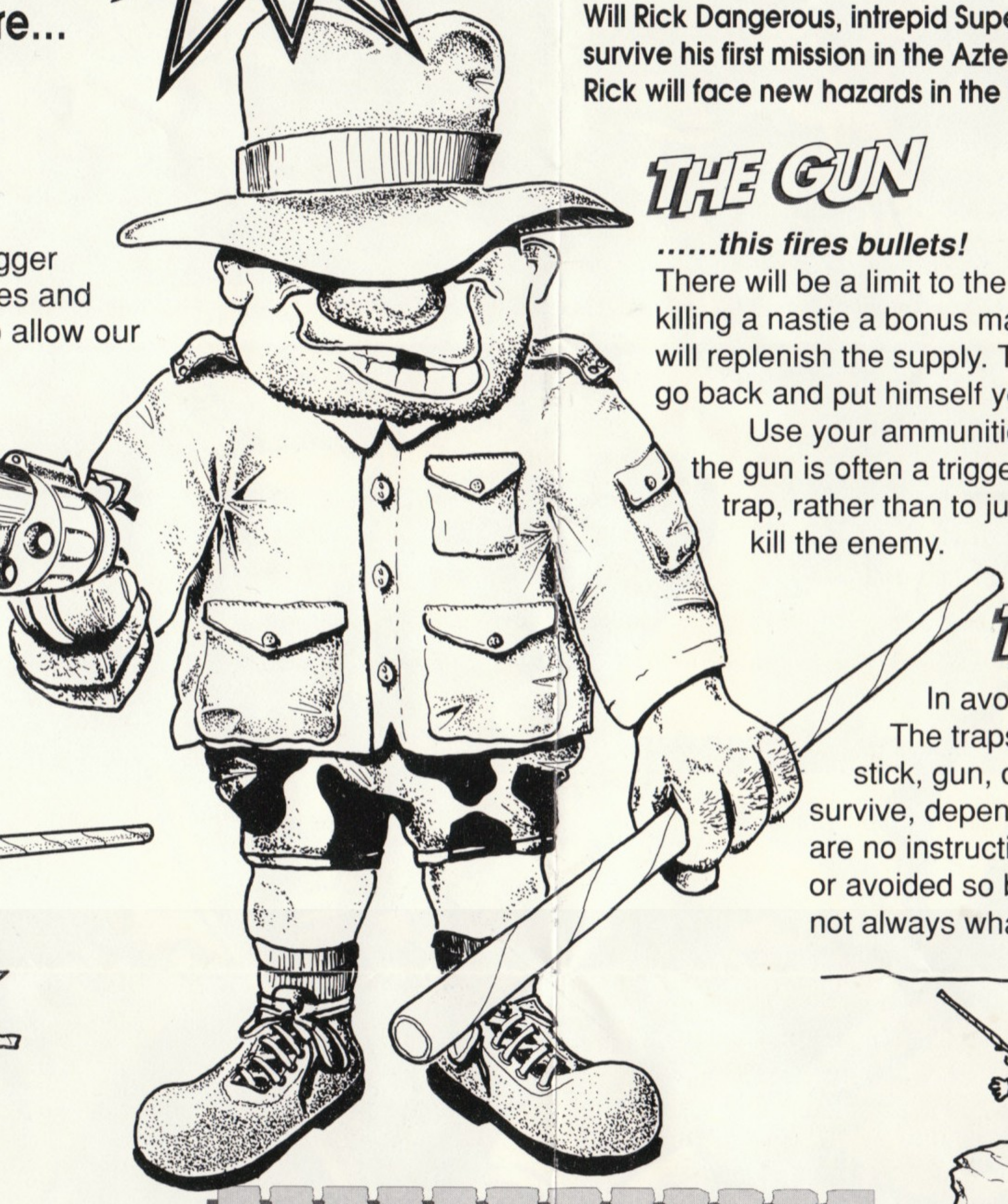

RICK DANGEROUS

RICK DANGEROUS



The Adventure starts here...

Will Rick Dangerous, intrepid Super Hero and part-time stamp collector survive his first mission in the Aztec temple of the tribe? - should he do so, Rick will face new hazards in the Egyptian tomb and the enemy fortress.

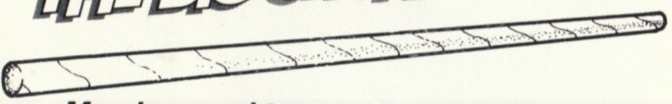
Rick is equipped with

THE DYNAMITE

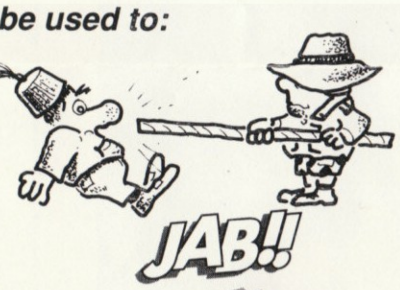
This may be laid in order to trigger traps, blow away walls, enemies and generally do some damage, to allow our hero to continue his quest. This also has the added feature of being **VERY DANGEROUS** when lit, so our hero must get away from it as quickly as possible before it detonates!



THE BIG STICK



May be used to:

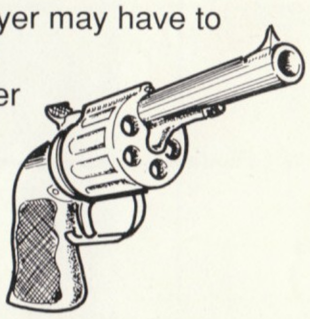


THE GUN

......this fires bullets!

There will be a limit to the number of bullets that this holds. By killing a nastie a bonus may be left behind which when collected will replenish the supply. This means the player may have to go back and put himself yet again in danger.

Use your ammunition wisely remember the gun is often a trigger to activate a trap, rather than to just kill the enemy.



TRAPS

In avoiding traps be resourceful like Rick. The traps are devious. You may need your stick, gun, dynamite or simply your wits to survive, depending on the nature of the trap. There are no instructions as to how each trap is triggered or avoided so be careful - think ahead, things are not always what they seem.........





Loading Instructions

Amiga

Amiga A1000 users should switch on the computer and insert Kickstart 1.2 or later.
When the "Workbench" prompt appears, insert the game. After a few seconds the title screen will appear, and the game should load in about thirty seconds.

Atari ST

Switch on the computer and insert the game disk. After a few seconds the title screen will appear, and the game should load in about thirty seconds.

Spectrum 48K/128K/+3

Type LOAD""<enter> or select loader

Amstrad 6128

Type RUN"RICK"<enter>

Commodore 64

Type LOAD"*",8,1<return>

Tandy

Boot DOS Disk, insert game disk and type RICK<return>

IBM

Boot MS DOS, insert game disk and type RICK<return>

Note: Both the Tandy and IBM Versions are keyboard only

Joytstick Controls

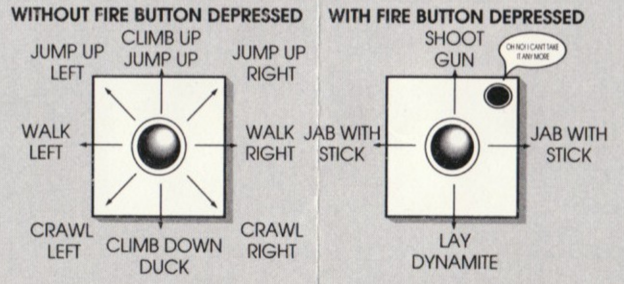
ST - Amiga - CBM 64 - Spectrum - Amstrad

Without Fire Button Depressed.

Pushing the Joystick left and right causes Rick to walk left or right
Pushing the Joystick up causes Rick to jump into the air
Pushing the Joystick up and to the left or right causes Rick to jump in that direction
Pulling the Joystick down causes Rick to duck down
Pulling the Joystick down and to the left or right causes Rick to crawl along the ground in that direction

With Fire Button Depressed

Pushing the Joystick left or right causes Rick to use his short stick.
Used for pushing buttons or stunning Rick's enemies.
Pushing the Joystick up causes Rick to fire his gun in the direction he is facing
Pulling the Joystick down causes Rick to light and drop a stick of Dynamite



Keyboard Controls

Atari ST/Amiga.

Colour ON/OFF...... Space Bar - Pressing the Space Bar while the title screen is being displayed will turn the colour off, for that realistic 1945 look!

Quit to Start..........Escape
Pause ON/OFF..........P

Commodore 64.

Pause ON/OFF..........Run/Stop
Quit to Start..........(Up Arrow)

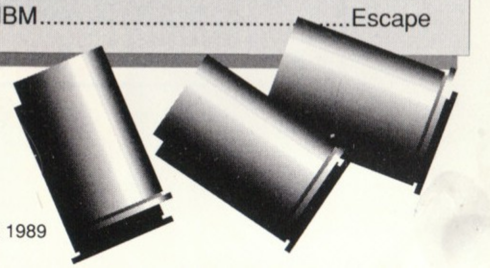
Note: All other controls for the ST, Amiga and Commodore 64 are through the Joystick.

Spectrum, Amstrad and IBM.

Up or Jump..........O
Down or Crawl..........K
Walk Left..........Z
Walk Right..........X
Fire Spectrum..........Enter
Fire Amstrad & IBM..........Space Bar
Pause Spectrum & IBM ON/OFF P
Pause Amstrad ON/OFF..........H
Quit to Start Spectrum & Amstrad..........Q
Quit to Start IBM..........E
Quit to MS DOS IBM..........Escape

CREDITS:

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CORE DESIGN LTD
MANUAL DESIGN AND GRAPHICS
ARTISTIX (0705) 252125



2 MARKET PLACE, TETBURY, GLOUCESTERSHIRE, GL8 8DA TEL: 0666 54326 FAX: 0666 54331 TLX: 43422MPS UK G